AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Amended) A video game apparatus for generating, and supplying to a display, an image signal for displaying a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and the land object according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object including one of a hollow and a hole, said land object image data containing a jump code;

a jump code detector that detects the jump code included in the land object image data for displaying the land object in the vicinity of said player;

a moving speed detector for detecting a moving speed of the player object;

a jump distance calculating circuitry for calculating a jump distance of the player object based on the moving speed; and

an animation data output circuitry outputting animation data to cause the player object to jump over one of said hollow and said hole formed by the land object image data according to said jump distance.

2.   (Canceled)

3.   (Canceled)

4.   (Canceled)

5.   (Canceled)

6.   (Previously Amended) A video game apparatus for generating, and

supplying to a display, an image signal for displaying a player object and a land object

existing at the foot of the player object in a virtual three dimensional space by processing

image data for the player object and the land object according to a program, said video

game apparatus comprising:

a player object image data generator that generates player object image data to

display a player object;

a land object image data generator that generates land object image data to display

a land object including a wall surface, said land object image data containing a climb

code;

a climb code detector that detects the climb code included in the land object image

data for displaying the land object in the vicinity of said player;

a wall surface height calculating circuitry that calculates a height of the wall

surface displayed by the land object image data;

said animation data output circuitry outputting such animation data that the player

object climbs in accordance with the height of the wall surface.

7.   (Canceled)

8.   (Previously Amended) A video game apparatus for generating, and supplying to a display, an image signal for displaying a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and the land object according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object, said land object image data containing a camera switching code;

a camera switching code detector that detects the camera switching code included in the land object image data for displaying the land object in the vicinity of said player;

a plurality of virtual cameras;

a camera switching circuitry to switch between said plurality of virtual camera depending upon said camera switching code detected by said camera switching code detector.

9.   (Canceled)

10.   (Currently Amended) A video game apparatus according to claim 1, wherein for generating, and supplying to a display, an image signal for displaying a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and the land object according to a program, said video game apparatus comprising:

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~~a player object image data generator that generates player object image data to~~ ~~display a player object;~~

~~a~~ said land object image data generator ~~that generates land object image data to~~ ~~display a land object, said land object image data containing~~ also contains a sound switching code, and said video game apparatus further comprising:[[;]]

a sound switching code detector that detects the sound switching code included in the land object image data for displaying the land object in the vicinity of said player;

a sound data generator to generate sound data for a plurality of ones of sound; and

a sound switching circuitry to switch the sound data depending upon said sound switching code.

11. (Previously Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to sound output circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object including one of a hollow and a hole, said land object image data containing a jump code;

a jump code detector that detects the jump code included in the land object image data for displaying the land object in the vicinity of said player;

a moving speed detector for detecting a moving speed of the player object;

a jump distance calculating circuitry for calculating a jump distance of the player object based on the moving speed; and

an animation data output circuitry outputting animation data to cause the player object to jump over one of said hollow and said hole formed by the land object image data according to said jump distance.

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Previously Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to sound output circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

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a land object image data generator that generates land object image data to display a land object including a wall surface, said land object image data containing a climb code;

a climb code detector that detects the climb code included in the land object image data for displaying the land object in the vicinity of said player;

a wall surface height calculating circuitry that calculates a height of the wall surface displayed by the land object image data;

an animation data output program outputting such animation data that the player object performs an optimal action depending upon the wall height.

18. (Cancelled)

19. (Previously Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to sound output circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object including a wall surface, said land object image data containing a camera switching code;

a camera switching code detector that detects the camera switching code included

ni the land object image data for displaying the land object in the vicinity of said player;

a plurality of virtual cameras; and

a camera switching program to switch between said plurality of virtual cameras

depending upon said camera switching code detected by said camera switching code

detector.

20. (Cancelled)

21. (Currently Amended) A video game apparatus according to claim 1, said

game apparatus for generating, and supplying to a display, an image signal to display a

player object and a land object existing at the foot of the player object in a virtual three

dimensional space by processing image data for the player object and land object

according to a program, and for also further supplying a sound signal to sound output

circuitry by processing sound data according to a program, said video game apparatus

comprising:

a player object image data generator that generates player object image data to

display a player object;

a land object image data generator that generates land object image data to display

a land object, wherein said land object image data containing also contains a sound

switching code[[;]], and said video game apparatus further comprising:

a sound switching code detector that detects the sound switching code included in

the land object image data for displaying the land object in the vicinity of said player;,

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a sound data generator to generate sound data for a plurality ~~of ones of~~ sound<u>s</u>;
and

a sound switching program to switch the sound data depending upon the sound switching code.

22. - 54. (Cancelled).

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